

MID-CITIES COMMODORE CLUB

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MCCC NEWS

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Quarterback For The Amiga

A Software Review by James R. White

Reprinted from Brace Bits

Quarterback is not a football game! Quarterback is a fast hard disk to floppy backup utility for the Commodore Amiga family of personal computers. The program is available for \$69.00 from Central Coast Software. The program is not copy protected, and comes with a 12 page, stapled manual in a plastic folder. Versions tested include version 1.0 and 1.2, and was tested on an Amiga 1000 with a 2-Meg MicroBotics ram expansion board and Xebec 20-Meg hard drive using Kickstart 1.2 with PopCLI-II, Blitzfonts, VDK, and ClickToFront all running with a non-standard sized workbench screen. Central Coast Software is the same company that brought us the Disk-2-Disk and DOS-to-DOS disk utility programs.

If you have a hard disk, you must back it up (unless you're the kind of person who plays Russian Roulette in your spare time). Trouble is, maintaining a hard drive is a big pain in the patoot. Supplied with my hard drive was a backup-restore utility program that worked well, but had several shortcomings, not the least of which was that it backed up read/write errors along with the files, did not allow for selective backup or restore, and would only restore to a hard disk. (Ever consider what would happen if your hard drive ever completely failed?) To get around these shortcomings, I developed a system of doing incremental backups which took 5 - 10 minutes, however this system required much maintenance. Quarterback is the answer to my prayers. I think that in the world of hard disk backup programs, Quarterback is second to none in speed, features, and ease of use.

When starting a backup, Quarterback ponders the structure of the hard disk, and builds a catalog of files to backup. It automatically scans down through all levels of the directory tree structure, starting at the device or device/path that you specify. After you have selected which files to back up, Quarterback starts writing the information to floppies as pure data, formatting the disks as it goes. No data compression is performed. This has the advantage of being fast at the expense of requiring more disks - Quarterback typically takes 1 hour to back up a 90% full 20 Meg hard drive to 20 disks. In comparison, the Hardhat disk backup utility can require 8 hours backup a nearly full hard disk to 13 floppies.

Quarterback uses a little known and poorly documented feature of 1.2 AmigaDOS: the archive bit. Turns out, in addition to the read-write-execute-delete bits associated with each file, there is an archive bit. Quarterback uses this bit to determine which files have been backed up and which files haven't. In addition to being fast and the use of the archive bit, here are some Quarterback facts and features which are significant:

FEATURES:

Quarterback uses two floppy drives for backup (if available) with automatic switching, thus no time is lost while you change diskettes.

Quarterback automatically builds and displays a catalog of files for backup and restore, from which you may choose. The catalog is organized by subdirectory, with files listed alphabetically. You click

on a subdirectory name (sorted at the beginning of the list) to list the files in that subdirectory. A "hot-scrolling" gadget lets you browse through the list easily. Parent and root gadgets let you quickly move up or down through the subdirectory tree structure. You can click on the file name to include or exclude individual files.

Quarterback provides for Full, Subdirectory, or Individual file backup or restore. You have full control over which files or groups of files to backup or restore. Include/exclude files by subdirectory. Include/exclude files by name and/or wild card.

Quarterback performs incremental backup based on file date or archive bit. It can also mark files as archived so that subsequent backups can ignore unchanged files.

Quarterback saves and restores empty files and even empty subdirectories (optional).

Quarterback estimates the number of floppies needed for backup. It stores files much more efficiently and faster on diskettes than AmigaDOS.

Quarterback handles files of unlimited length. It handles an unlimited number of subdirectories and an unlimited number of files per subdirectory. It handles up to 9,999 files per backup/restore, and up to 99 backup diskettes.

Quarterback automatically formats diskettes on the fly. There is no added overhead for diskette formatting. Quarterback accepts all diskettes, no matter whether they have been previously formatted or not.

Quarterback detects AmigaDOS diskettes. It optionally checks each diskette for possible AmigaDOS files before it writes on it. This avoids accidental loss of valuable files.

Quarterback sequentially numbers backup diskettes. Each backup diskette is sequentially numbered and date/time stamped. On restore, Quarterback checks the sequence number and date/time stamp of each diskette before restoring files from it.

Quarterback validates writes. It optionally reads each track of each backup diskette after it is written, providing complete confidence that the backup diskettes are usable.

Quarterback restores original date/time stamp,

comments, and protection bits on both files and subdirectories.

Quarterback goes directly to the proper diskette during the restore. During restore, Quarterback reads the backup catalogue from the first diskette of the backup set. Thereafter, it goes directly to the proper diskette to find the files you wish to restore, skipping all unneeded diskettes.

Quarterback optionally warns before overwriting existing files or optionally restores only files which already exist (to avoid restoring files which have been permanently deleted from the hard disk).

Quarterback handles errors the way you would expect. It provides abort or cancel gadgets at every step in the backup/restore process. It provides many data integrity checks for both backup and restore. If Quarterback detects a bad diskette during backup, it lets you substitute a different diskette and continues on with no loss of data. During restore, if a diskette cannot be read completely (or maybe you can't even find it) Quarterback lets you skip the bad tracks or even the entire diskette, and displays on the screen and on the restoration report the names of files which cannot be restored.

Quarterback runs from Workbench or CLI. From Workbench, it uses full intuition/mouse interface. However, if invoked from CLI with command line parameters or a command file, it runs "mouseless". The latter mode is useful for power users or mouse haters.

Quarterback accepts batch command files and command line parameters. In this mode, Quarterback bypasses the usual "user friendly" windows, going directly to work on the files specified by the command file or command line parameters, using options previously saved by the user in his own parameter file. This feature lets power users exploit the speed and features of Quarterback for quick backups of critical files or subdirectories.

Quarterback prints backup/restore reports. This optional report can be directed to either the disk or the printer. This is also a very handy way to document the contents and subdirectory structure of a hard disk.

Quarterback saves your selected configuration options on disk in a parameter file. Choose your

favorite options and save them to disk (a menu option). Quarterback automatically loads these options for all subsequent backups/restores.

Quarterback is multitasking. It provides easy access to CLI. This lets you do something else while Quarterback fills your diskettes. Quarterback conforms to the guidelines for Amiga multitasking, using a minimum of memory, and always provides an easy way to abort the backup or restore if you wish.

Quarterback works with all AmigaDOS compatible hard disk drives. It can also be used with local Area Nets, RAM disks, or even floppy disks.

Quarterback disks, while not AmigaDOS compatible, can be copied using the AmigaDOS DISKCOPY utility program.

SHORTCOMINGS:

In my view, Quarterback has a few minor shortcomings. These include the following:

Several last-minute changes were made to the manual after it was printed, and are documented in a file supplied on the Quarterback disk. This file is fairly extensive, and should be printed and kept with the Quarterback manual. For \$69, I think the user should get a more nearly complete manual.

Quarterback stores its parameter file, QB.OPT, in the S: directory. Since this file would probably reside on the hard disk, it could get clobbered. I think this should be on the Quarterback disk.

Quarterback does not support the full wild card options of AmigaDOS. Wild cards are limited to ? anywhere in a name, and #? appearing once in a name. It also is not possible to exclude whole directories or subdirectories by name.

Quarterback can use any two of the standard floppy drives, DF0-DF3, for backup, but uses only one drive for the restore operation.

Quarterback cannot handle a file name of "*" (although it will handle file names such as "?" or "#?"). To the best of my knowledge, the only valid AmigaDOS file name it cannot handle is "*".

Quarterback has no provision for setting the archive bit during a restore operation. The archive bit is set immediately after the file is read (if the user so desires). If, however, the user does a full backup followed by reformatting the hard drive and a restore,

the restored files do not have their archive bits set.

In spite of these shortcomings, I can highly recommend Quarterback.

EDITOR'S NOTE: Quarterback is the program used to maintain a backup of the MCCC BBS system. It works flawlessly. The latest release of the program allows restores from multiple floppies and also allows backup and restores from devices other than floppies.



CORRECTION

When the doorprize contributors for METCOM*88 were listed in last month's newsletter, STARTEXT was inadvertently omitted from the list. Our apologies for this error.

Thanks to

STARTEXT

For all the doorprizes

The MCCC Christmas Party

A Report By Ned Kelly

The annual Christmas party was held on Sunday, December 11, at the Brookside Center in Hurst and was a success. People began arriving at the announced time of 1 PM and by 2:30 when the official business was conducted we had about 60 people in attendance. There were an abundance of machines there with a wide variety of things to see. Jack DeTore had an Amiga slide show of some the highlights of METCOM*88. Bill Keatley was showing "Pioneer Plague", the first Amiga arcade game to use HAM mode graphics. Herschel Gibbs and Harold Williams had music going on their 64's.

The official business consisted of a hearty round of applause in appreciation for the hard work of the outgoing club officers and the introduction of the newly elected officers for 1989. In addition, John Malmstrom "presented" outgoing president Harold Williams with a plaque for his service to the club for 1988. Harold was promised that he really would receive the plaque when the engraver was finished with it. The other eagerly anticipated business consisted of the drawing for the door prizes.

The Mid-Cities Commodore Club wishes to thank the following dealers for their generous contributions of the following door prizes:

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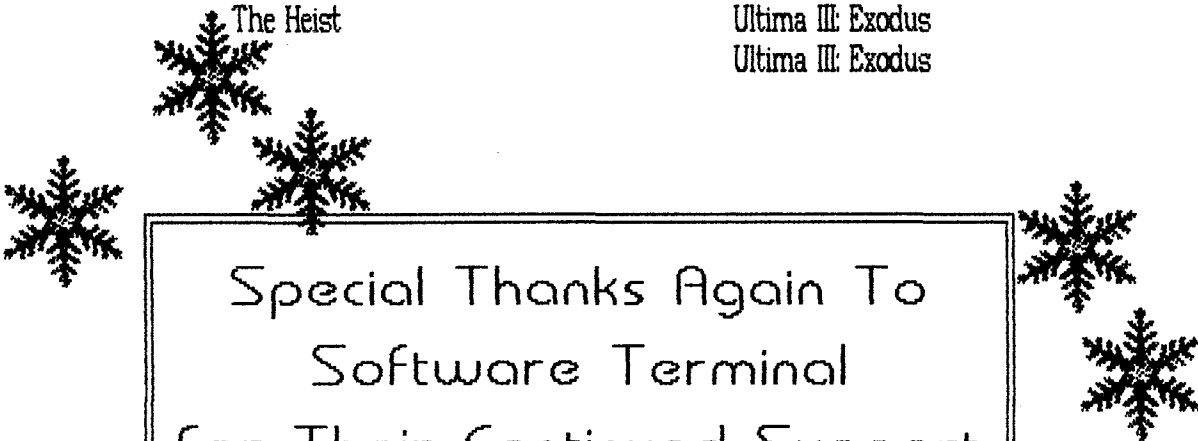
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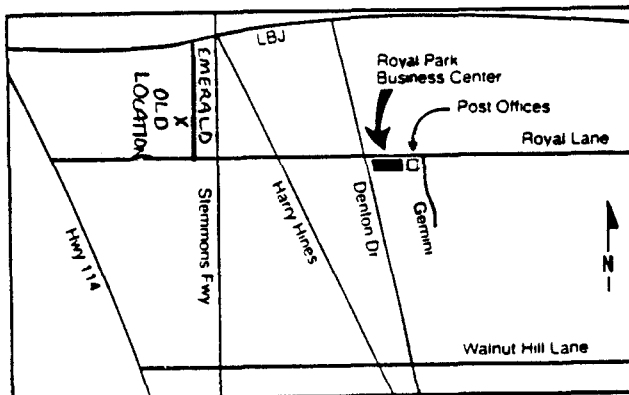
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The Final Cartridge III

A Hardware Review by Norm Minshall

Reprinted from Semaphore

Sitting in your favorite chair you have just picked up the most recent issue of your favorite computer magazine and while glancing through the ads you see an ad for — "THE ULTIMATE UTILITY"

Your breath quickens and you realize that for the paltry sum listed you can have "IT", the best selling utility of its kind. Does the above setting sound familiar to any of you?

While the above may sound a bit campy to some of you, I seriously think that "IT" found me. When I received the new FINAL CARTRIDGE III in the mail for the sum of \$54.95 plus freight, I ripped open the package with great expectations. Plugging the FC-III into my C128 produced instant 64 mode. Displayed at the top of the screen was a choice of five different items. With only modest trepidation, I selected the on screen clock function setting it to the correct time with the alarm to go off two hours later.

All functions of the FC-III are "pulldown" window generated and icon controlled by using a joystick plugged into port #2. This means that you could open a window under the utilities section and do a directory on drive 8 or 9; run, validate or scratch files of your choice; fast format a disk; rename or change your disk ID. or even reorder the directory with no effect on your system at all.

The first section of the Final Cartridge III is called the DESKTOP and contains the entry points into all modes of operation. All operations are available at power up including a X15 LOAD SPEED TURBO and an X7 SAVE TURBO. My daydreaming days during saves and loads are over.

In the basic preference section you can enable the C128 keypad (if you have one), select default system colors and even choose your default save or load device.

When you use the FINAL CARTRIDGE III to select your print options, you can configure it to Commodore, Centronics or RS232 with the ability to print in seven different modes from single density to CRT graphics II. You even have an option to print sideways!

The basic section of the many screen extends Commodore basic and adds 30 new commands for your use. C128 features are now available such as "DLOAD" from C64 mode. Scratched a file you shouldn't have recently? No problem - using the "RECOVER" feature of this cartridge.

For those of you who are programmers, there is an excellent machine language monitor included as well as a disk pack/unpack feature similar to the "ZIP" utilities available now.

Of course we could talk all day about the "FREEZER SECTION" of the FINAL CARTRIDGE III. How many times have you played a multi-level game and could not get past level 9 of the 32 levels available? You know someone made it because you can see their initials in the hi-score area. Again, in the famous words of ALF, "NO PROBLEM". Just activate the sprite to sprite kill or the sprite to background kill along with the joystick autofire option. You can't loose. In fact you do not even have to change the joystick from port to port. Just click on the "JOYSWAP" and away you go.

The FINAL CARTRIDGE III will back up 99% of all memory resident programs while the program being backed up is running. Sounds easy doesn't it? Believe me, it is.

Other features include a soft reset button and a full disable of the cartridge through the "FINAL KILL" command. There is also an excellent notepad feature available just right for that quick letter you needed to write.

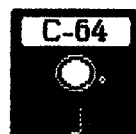
The only problem that I did note was the lack of "MOUSE" support. It just goes to show that you can't have everything.

By now you can tell that I REALLY like the features of this cartridge and can easily retire about eleven different utility disks that I used to use. The ease of operation along with its many features make the purchase of this cartridge an excellent choice. Definitely an "IT" that is worth more than the purchase price.

Warp Speed

A Hardware Review by Dick Estel

Reprinted from 64 U.M.



When Captain Kirk and Engineer Scott were roaming the galaxy, they could always count on the Warp Drive to act up just when the alien entity was at its most threatening.

On the other hand, when it worked, Warp Drive could get the

choices - back to the Model T speeds of the unenhanced 1541, or the jet action of good old Epyx FastLoad.

Warp Speed offers a substantial improvement over FastLoad in its disk utilities section - with directory based file

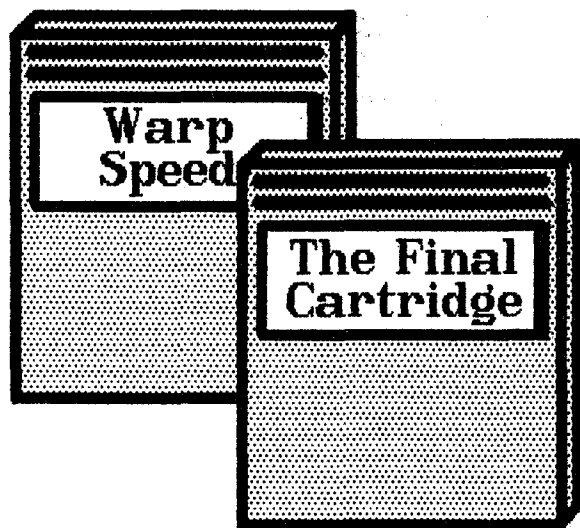
drive by simply typing #9 [RETURN]. And it comes with a reset switch and a toggle for C64 or C128.

Virtually all programs I use load without problems EXCEPT Pocket Writer and Pocket Planner (interestingly, Pocket Filer loaded OK, but I haven't actually used it).

The most dismaying problem I encountered out there among the stars was when I loaded up Directory Assistance, a shareware utility that I use several times a week. It loaded fine and worked with most disks. However, when I tried to work on some disks that have a great many files (100 or more), I got an "out of memory" error, and could not use the program on those particular disks without unplugging the cartridge.

RUN magazine gave a very favorable review to the cartridge in their August issue - however, they did mention that Cinemaware President Bob Jacobs stated that the cartridge had a "top of memory" bug. Possibly this is the cause of the mismatch with Directory Assistance.

Overall, the product rates 9 on a scale of 10. I don't know if it's faster than FastLoad, but the file copier is much better and the simple drive change feature is handy for anyone with two drives.



Starship Enterprise halfway to Rigel IV before you could say, "I'm a doctor, not a computer programmer!"

The newest cartridge from Commodore 64 and 128, Warp Speed from Cinemaware, has some of the same mixed qualities - when it's good, it's like a dash through the star systems, and when it acts up you have two

copying like Fast Hack 'Em, a quick full disk copy feature, 15 second format and other convenient features. It supports the normal DOS Wedge commands for quick loading with the Commodore Run-Stop keys, file loading with / or %, quick directory view without disturbing the program in memory, etc. It permits changing to a second

The Awesome Arcade Action Pack



A Review by David Motowylak

Reprinted from Amy Today

Being the arcade fanatic that I am, I just had to pick up Arcadia's latest release, entitled THE AWESOME ARCADE ACTION PACK VOLUME ONE. After a long and tiresome workout, here's what I found.

The package contains three disks, each holding a separate action-packed game. Documentation comes in the form of a small black booklet, and while it contains some useful information, it is certainly not needed to enjoy the games. These are "arcade games" -- they are meant to be easy to play and understand. As the packaging reads, the games are "easy to pick up, impossible to put down."

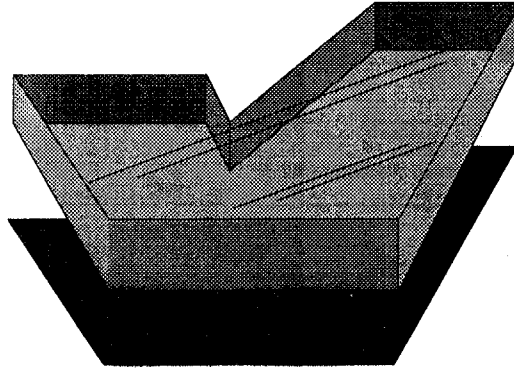
The first disk is SIDEWINDER, a vertical scrolling shoot'em up, similar to Xevious, Mission XXX, and a million others. The goal is to shoot your way through five levels of an alien spacecraft, destroying fuel tanks, buildings, and enemy fighters. Along the way you'll pick up various "power packs" that make your spaceship temporarily more powerful (rapid fire and power shots are some). The graphics are very sharp and colorful, especially from level three onward. Play can get pretty hectic as the game progresses -- I still haven't made it past level five yet. I'm dying to see what happens! SIDEWINDER is definitely the best of the bunch, offering the best game play and graphics.

XENON, the next disk, is "another" vertical scrolling shoot'em up. Here you have the option of switching between a ground based hovercraft and a fighter plane. Again, you pick up "power packs" to strengthen your craft, such as invulnerability, lasers, and speed. The object still is to destroy the enemy defenses and make your way through the various levels. At the end of each sector you must face a large "sentinel" that has only one vulnerability. After finding its weak spot you move on to the next level. I'm still puzzled why Arcadia chose to include two vertical scrolling games in their game pack. The games feel quite different, but the general objective is the same. I think for the sake of variety there would be a wider selection.

Finally, BLASTABALL, the third of the set, is described as a "Hi-tech" ice hockey from the far future. The setting is on a metal play arena, much like a hockey rink without the ice. You control one of ten craft, each with different abilities, trying to score more goals than your opponent. Goals are made by either shooting "homing missiles" at a steel puck that cause it to move, or by pushing the puck with your craft. Guiding the puck into the opponents goal area scores points. Play continues for three minutes, or until one player scores nine points. A nice feature is that either one or two people can play -- I found playing "head to head" the most fun. Overall, play is somewhat slow and the graphics are not quite up to par (for example, the fans are represented by large round circles). C'mon guys, this is an AMIGA! BLASTABALL is fun, but could use a lot of touching up.

Even at its suggested retail of \$49.99, The Awesome Arcade Pack is a great buy. The games will definitely keep you busy for awhile, and while each game may not be perfectly polished, you'll still get great arcade action that will satisfy anyone.





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StarGlider II

A Review by Daryl Stewart

Reprinted From The Amigo

StarGlider II is a continuation of StarGlider, but you need not have seen or played the original StarGlider to enjoy SG. II. SG. II is light years ahead of its predecessor and any other game on the shelves today. Your mission in StarGlider II, should you decide to accept it, is to single handedly take on the Egron Empire and to eventually destroy the Egron's "Death Star" space station. The space station is capable of destroying the planets of your Home World's Solar system. I know some of you out there are saying, "Well, That doesn't sound too hard. I'm a Hard Core Gamer, who marathon plays a game till I finish it . . . twelve hours later. I'll have THIS game done in two days . . . Tops!" Well, I've got one thing to say to you . . . WRONG! StarGlider II is a mix of great arcade graphics and game play with an adventure thrown in to boot! I predict this game will stay active in your library for a very long time.

The graphics on StarGlider II are nothing short of fantastic. If you thought that F-18 Interceptor had nice graphics, well just wait till you see SG. II The game has over 100 different objects that you can come across in your visit to its electronic world. These objects range from an electronic whale, to a command chair, to casks of wine. The graphics flow very smoothly, and the animation of the objects is very realistic. The sound on the Amiga version is superb, from the firing of your weapons to the lightning like sound of your ship called the ICARUS getting hit. The combination of Great Graphics, Fantastic animation and Superb sound all make for a great game.

StarGlider II is split into three different sections. The first section is the regular course around the planet where you blast everything in sight. Only you don't shoot everything - just most everything. Some things you need to capture with your tractor beam, so you can trade them for weapons and other neat stuff. You must avoid the nasties trying to get you while you look for objects you need. It's like a scavengers hunt with lasers. In the Planet Mode the ground is checkered, but just for those of you who hate the

checkered look, you can turn it off at any time during the game. There is also a very nice shadow effect, which also can be turned off. You must re-fuel the ICARUS on the planet. There are objects, called Powerlines, that are a number of small towers linked in a row by lines of electricity. It is much like a bunch of Tesla Coils linked together. Refueling is achieved by diving at these towers and skimming over the top of them, thus refueling the ICARUS.

The Tunnel mode is next. If you find a tunnel entrance and destroy the Tunnel guardian then you can enter into the tunnel system of that planet. The tunnel system is a maze of steel cylinders with an occasional Y section. This tends to make the tunnels all look the same, which in turn, makes it very easy to get lost in the tunnels. When in the tunnel system your objective is to find the many Service Depots. The Service Depots are where you trade for better weapons in exchange for items you captured earlier. The Depots are easy to see, most of all because they are all at dead ends. It might be a wise idea to make a map of the larger tunnel systems.

Last, but nowhere near least, is the Space mode. The Space mode is where you travel between planets and/or moons in your solar system. Once you have broken free of the planet's gravitational force the Icarus is in space. If you think that being in space and warping to and from planets is safe, think again. Wouldn't you know it, there are pirates in space, and they want whatever you have - that includes your life! Keep a sharp eye out for stray asteroids and other things that can damage your ship. There are fourteen different planets and moons that you can visit and none of them are very friendly. Once you are in space you must activate the Icarus's StarDrive system and "warp" to the planet you are pointed at. Be careful when entering the next world's atmosphere however. Enter it too fast and you might just burn up in re-entry.

StarGlider II is loaded with neat features. You can line up your cross hairs on a distant object or planet

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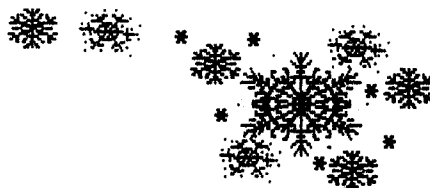
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and press the "I" key which will identify that object or planet. The "A" key is used to do an Audio Identify of an object you are hearing. This is great for identifying an object that you can hear but not readily see. By Pressing the "S" key you get a status of where you are and how well you are doing. StarGlider II has the added feature of being able to save any number of games in progress. The ability to use the number pad to view your ship from the outside and at different pre-set angles is also supported. In addition to the number pad, you can use the arrow keys to give you any point of view that you wish. This means that you can look 360 degrees in the X, Y, and Z planes. In addition to all of these neat features there is one more that I'd like to go over. This is the fact that the ONE disk you get when you buy StarGlider II is not only able to boot on an Amiga, but --get this--, CAN ALSO boot on an Atari ST. Don't ask me how they did that little slight-of-hand trick because I just don't know.



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Chapter News

Amiga Central

Bill Raecke

Those of you who didn't attend the December meeting missed a really good one. Gordon Zimmerman won the door prize: a brand new Intruder Alert - value \$160 - donated by Software Terminal. Not coincidentally, our presentation was of the Intruder Alert. Scott Lamb is the author and Software Terminal is the publisher of this new product. We were fortunate to have a presentation by both Scott and Richard Bilyea of Software Terminal. Scott did most of the talking while Richard restrained himself and did his best at a Vanna White imitation - pointing and smiling - through most of the demo. Very entertaining, guys.

Intruder Alert looks great! The hardware portion plugs into the second joystick port and provides ports to control eight devices. Each port can be individually programmed, via the software provided, to trigger on either an open or closed line. On triggering, the software can play sound effects, use the Amiga speech capabilities, can phone you or someone else at a preset phone number, or active an AmigaDOS script to perform any series of things you like. You can even phone home to see if all is OK. Very versatile.

It can be used as a lot more than a security device. It can monitor any activities in the home: How many times is your refrigerator door opened? How long is your front door open in the space of a day? Using the logging capabilities of the software, these statistics can be captured. If you have a business, the software could be used to welcome people entering and could even trigger a special slideshow or demonstration. The possibilities are endless. If you missed it, check it out.

And a special thanks, once again, to Software

Terminal for their support. A \$160 door prize is pretty terrific.

This month, the presentation will be another entertaining and informative one. Don't know yet what it will be, but it will be great. The new officers will be in place. A lot of old faces there but the big change will be to welcome back Jack Smith as Vice President after a one year absence from an officer's slot. It will be nice to see Jack back again in an active role.

See you at the meeting, January 19, at 7:30 in the Arlington Community Center.

Fort Worth

Mary Louise Hagemeyer

All of us have read the ads for QUIKPRO-II, the package that claims it can write our programs for us. Joe Ostrokol has tried it, and at our January meeting he will demonstrate just what it can do. We will have a library disk review and a bit of BASIC, if time permits.

The meeting will be Saturday, January 14, at 1:30 p.m. in the Southwest Regional Library on Hulen Street.

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Chapter News

Amiga By-The-Loop

Brent Wood

Happy New Year! I hope that your wishes for software and hardware came true over the holidays. One of mine did! I also hope that you remembered the club in your New Year's resolutions for '89.

In December we elected (appointed) new chapter officers. Four of the five positions were filled by:

Gary Campbell (Librarian)

Bruce Nelson (Treasurer)

David Owens (Vice President)

Brent Wood (President).

We hope to add a new person to this list to fill the Secretary's job very soon. The above officers will serve the chapter for the 1989 calendar year.

Also at the December meeting we had Scott Lamb from Software Terminal show us his newest creation in the Tele-Games series, Tele-Epic. This game allows you to do battle with a friend over the phone (with a modem) or head-to-head in front of your computer. You are in command of 12 men armed with swords, knives and bow-and-arrows as you attempt to kill ALL of your opponents men. (Vent that aggression!) Features are built into the game that allow you to communicate with your foe as you try to decimate his forces. This game is on my wish list.

The new year brings us around to membership renewal time. Don't forget to renew your membership BEFORE it expires so that you don't miss any issues of the newsletter or meetings.

(The Amiga By The Loop chapter has doubled in size in less than a year!)

RENEW! RENEW! RENEW! RENEW! RENEW!

Our next meeting is January 10, 1989 at 7:30 in room 208 of the Richland Hills Church of Christ building just West of Loop 820 and Rufe Snow.

Arlington/Grand Prairie

Janet Hamm

Christmas music in stereo greeted members as they arrived for the December meeting. Herschel Gibbs was using his SID sound chip. He also had a discount coupon available to members for a stereo cartridge called "The Stereolizer". Glen Herring welcomed Dorothy Gates as a new member and distributed updated membership lists. A proposed slate of officers was presented and voted on. The new officers for 1989 are: Glen Herring, President; Brad Dumlar, Vice President; Janet Hamm, Treasurer; Eddie Allen, Secretary/Reporter; Blake Brown, Librarian; Jerry Hiatt, Assistant Librarian.

Filling in for Dick Headley who was ill, Harold Williams demonstrated the capabilities of CAD 30, a computer aided design utility now in our library. This is quite a versatile drawing program compared to other rather expensive CAD programs on the market. It includes horizontal and vertical fanouts, grids, circles, hexagons, understands the RLE (run link encoder), and saves to disk. It's printing abilities are limited, but for the price (free), it's a program well worth trying out. Also, Harold recommended that all program documentation be read into a word processor for better printouts. Thanks, Harold.

Special featured program for January is "The Computer and Packet Radio". Mike Heskett, ham operator WB5QLD, of Radio Amateur Civil Emergency Service (RACES), will be presenting this very interesting and informative program. Come join us for this special evening - bring a friend. All ham radio operators are welcome, too. See you Tuesday evening, January 17th, 6:30 P.M. at the Arlington Community Center.

The Mid-Cities Commodore Club is a not-for-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education, and to the use of Commodore computers in the home, at school, and in business. Appropriate and legal use of all types of software is encouraged by this club.

The NCCC is not connected with Commodore Business Machines, Inc. Commodore and Commodore product names (PET, CBM, VIC, C64, C128, and Amiga) are registered trademarks of Commodore, Inc.

Our meetings are open to all. Membership dues are \$28 per year or \$12 for six months and entitle the member to a monthly mailed copy of the NCCC News, free access to the club's extensive public domain and shareware software library, and discounts at many area merchants. An additional \$12 annual fee provides access to the NCCC ASCII and Graphic bulletin board systems.

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The NCCC News accepts advertising from both members and from commercial establishments. Member advertising is free but must not be of a commercial nature. A commercial ad is defined as one where multiple like items are available for sale to anyone. Members submitting such ads are subject to commercial rates. Commercial rates for camera-ready ads are as follows for a single month or (consecutive three months): full page - \$38 (\$81), half page - \$15 (\$40), quarter page - \$10 (\$27), business card - \$5 (\$13). Materials to be inserted will cost \$.08 per copy.

The deadline for submissions to the NCCC News is the third Saturday of each month. Payment must accompany all ad copy. Checks should be made payable to the NCCC and mailed to P.O. Box 813, Bedford, Texas 76095.

BOARD OF DIRECTORS

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Assistant	Cheryl Howard	831-1853
Circulation	Okley Moss	282-7751
	John Malmstrom	282-6158

BBS OPERATIONS

ASCII Phone		268-4191
Graphics Phone		268-4196
Coordinator	Okley Moss	282-7751
Asst. Sysops	John Malmstrom	282-6158
	Harold Williams	483-8537
	Bill Raecke	465-2814

NORMAL MEETING SCHEDULE

First Saturday	NCCC Board of Directors
Second Tuesday	Amiga By-The-Loop Chapter
Second Saturday	Fort Worth Chapter
	Arlington/Grand Prairie Workshop
Third Tuesday	Arlington/Grand Prairie Chapter
Third Thursday	Amiga Central Chapter
Third Saturday	HEB Chapter

(Check Monthly Schedule for Last Minute Changes)

AMIGA-BY-THE-LOOP CHAPTER

President	Brent Wood	246-3787
Vice President	David Owens	577-2384
Treasurer	Bruce Nelson	498-8899
Secretary/Reporter	Brent Wood	246-3787
Librarian	Gary Campbell	297-4125

AMIGA CENTRAL CHAPTER

President	Bill Keatley	485-8666
Vice President	Jack Smith	731-8188
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Secretary/Reporter	Bill Raecke	465-2814
Librarian	Ned Kelly	277-5825

ARLINGTON/GRAND PRAIRIE CHAPTER

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Vice President	Brad Dumlér	483-2322
Treasurer	Janet Hamm	465-6624
Secretary/Reporter	Eddie Allen	259-1741
Librarian	Blake Brown	642-6187

FORT WORTH CHAPTER

President	Bob Krause	292-6639
Vice President	Rich Meyer	292-6387
Treasurer	John Sookma	346-6698
Secretary/Reporter	Ellen Triplett	295-5789
Librarian	Joe Ostrakol	534-1998

HURST-EULESS-BEDFORD CHAPTER

President	Eldor Luedtke, Jr.	626-8518
Vice President	Jack Slay	354-9159
Treasurer		
Secretary/Reporter	Robyn Wilson	282-3458
Librarian	Curtis Crago	281-8568

January Calendar

- | | | | |
|------------|---|------------|--|
| January 7 | MCCC Board of Director's Meeting
Jack Detore - 275-3762
10:00 AM - N. Richland Hills Rec Center | January 17 | Arlington/Grand Prairie Chapter
Glen Herring - 572-0489
6:30 PM - Arlington Community Center |
| January 10 | Amiga By-The-Loop Chapter
Brent Wood - 246-3707
7:30 PM - NRH Church of Christ | January 19 | Amiga Central Chapter
Bill Keatley - 485-0666
7:30 PM - Arlington Community Center |
| January 14 | Fort Worth Chapter
Bob Krause - 292-6639
1:30 PM - Southwest Regional Library | January 21 | Hurst-Euless-Bedford Chapter
Eldor Luedtke, Jr. - 626-0518
1:30 PM - Hurst Civic Center |
| | Arlington/Grand Prairie Workshop
Louis Nailor - 262-4576
1:30 PM - Grand Prairie Library | January 23 | February Newsletter Deadline |

**Is your membership expiring?
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MCCC NEWS

Mid-Cities Commodore Club
P.O. Box 813
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